

LAN GAMING

EVENT 1

COUNTER STRIKE 1.6

Team Size: 3

RULES FOR PRELIMS:-

1. There will be two servers of CS 1.6 of 3 slots each.
2. Each team will face bots.
3. The game would be of limited rounds and the individual scores (score-death) will be taken for each team.
4. Top 8 teams will advance to the next round.

RULES FOR MAINS:-

This would be tournament style knockout round.

1. QUARTER FINALS:-

The round will start with 8 teams. A team would play against another team. The winner would advance to the semi-finals, i.e. out of 8 teams 4 teams would advance to the semi-finals.

2. SEMI FINALS:-

Same as above.

This time out of 4 teams 2 will advance to the finals.

3. FINALS:-

The final would be clan match between the two teams.

The rules of the clan match would be disclosed on the spot.

NOTE:-

1. All the detailed rules and maps would be disclosed on the day of the event.
2. External hardware is allowed. Each team would be allowed to use a maximum of 2 USB ports, a microphone jack and a headphone jack. No other ports would be available for use. USB Hubs would NOT be allowed.
3. Gaming mouse and gamepad would also be allowed.
4. In case the team does not bring any hardware, they would be provided with a mouse and a keyboard from our side. No headphones would be provided.
5. Team size is strictly 3 and NOT maximum 3. No relaxation would be given on this part.

EVENT 2

NEED FOR SPEED MOST WANTED

Individual Event

RULES FOR PRELIMS:-

1. Every contestant will race against the computer.
2. Every player would be given the same profile, map and car to race.
3. The time taken by the players to complete the race will be taken into account. The players' position in the race will not matter.
4. Top 16 players will advance to the mains.

RULES FOR MAINS:-

At each subsequent stage the players will be divided into groups of 4.

1. QUARTER FINALS (4 GROUPS):-

4 players will play each other on one server and the top 2 will advance to the next round.

2. SEMI FINALS (2 GROUPS):-

Same as above.

This time top 4 will advance to the FINALS.

3. FINALS:-

Same as above.

Top 2 players would be positioned as First and Second.

NOTE:-

1. All the detailed rules and maps would be disclosed on the day of the event.
2. External hardware is allowed. Each team would be allowed to use a maximum of 2 USB ports, a microphone jack and a headphone jack. No other ports would be available for use. USB Hubs would NOT be allowed.
3. Gaming mouse and gamepad would also be allowed.
4. In case the team does not bring any hardware, they would be provided with a mouse and a keyboard from our side. No headphones would be provided.
5. This would be an Individual Event.